## Audio::TemplateManager + TemplateManager() + ~TemplateManager() + addDefinitionFile() + addDefinitionFile() + aetDefinitionFile() + getDefinitionFile() + setDefaultDefinitionFile() + getDefaultDefinitionFile() + getSourceTemplate() + addSourceTemplate() + addSourceTemplate() # loadSourceTemplate() # singletonInstance Singleton< TemplateManager >

```
+ getSingleton()
# ~Singleton()
# initializeSingleton()
# deinitializeSingleton()
```